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*Our Hot 100 Tapes... Exclusive
Clint Eastwood Interview...
Guide to Super Sound Movies*



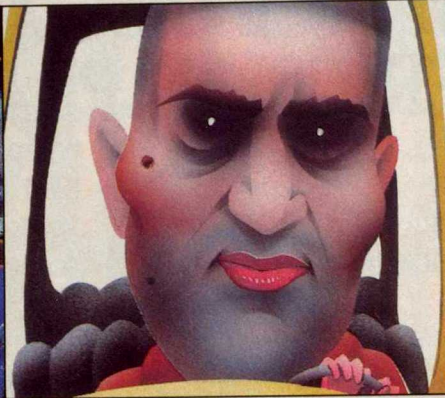
BERGER-BRAITHWAITE VIDEOTESTS

Toshiba Digital Monitor/Receiver
Mitsubishi VHS Hi-Fi with MTS
Sanyo Beta Hi-Fi with MTS
SciTech Special-Effects Generator

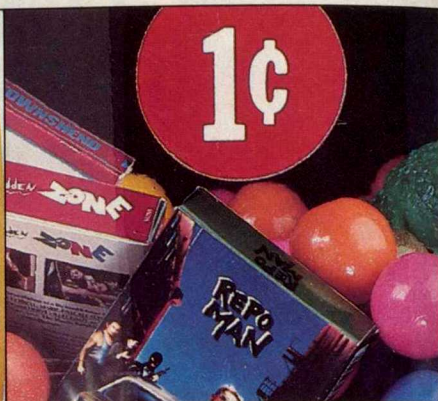




122



89



120

Features

Dirty Harry Comes Clean

Clint Eastwood's relatively newfound artistic respectability has resulted from years of toughminded preparation.
By Lorenzo Carcaterra 80

VIDEO's Hot 100

An idiosyncratic baedeker. An iconoclastic miscellany. A lotta fun.
By VIDEO Staff & Critics 84

Video Trivia Quiz

The stakes are high and the VCR is on and your brain's in for a workout.
By Beverley Bare Buehrer 92

Dangercize

From workouts to ordeals: just how safe are those exercise videos?
By Bonnie Davidson 98

Goodbye, Mr. Whipple

Ad-zapping technology clears viewers' minds but gives Mad. Ave. a headache.
By Stan Pinkwas 102

Soundtracking

Picking through the Hi-Fi program maze can be really frustrating.
By Steven Dimeo 106

Getting Wired

Use our diagrams and take the hassle out of assembling a complex system.
By Roderick Woodcock 111

Classical Gas

What if Mozart had made music videos?
By Randi Hacker 116

Tape Futures

Why tape prices are headed down.
By Ken Winslow 120

MTViolence

Critics allege that music video is delivering too many hard knocks.
By Andrew Roblin 122

Program Guide

News & Views

By Ken Winslow 55

Top 10

Tape & Disc Sales & Rentals 57

Reviews

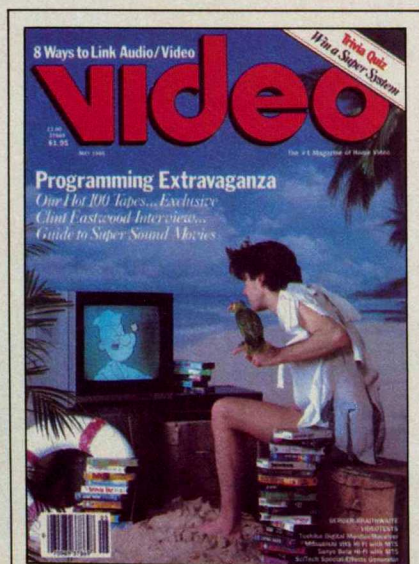
Film & Video Clips/Quick Takes 58

Directory

What's New on Tape & Disc 69

Videotests

Toshiba Digital Monitor/Receiver
Mitsubishi MTS VHS Hi-Fi VCR
Sanyo MTS Beta Hi-Fi VCR
SciTech Special Effects Generator
By Berger-Braithwaite Labs 125



About the Cover. At night, every living-room is a desert island and programming's on the agenda. Cover photo by Tom Weihs.

Columns

Channel One

Couch Spud Special 8

Fast Forward

Pancakevision 10

Feedback

Blank Tape Texts 12

New Products

NAP's Full-Size VHS Camcorder 20

Fine Tuning

The Sounds of Silence
By Roderick Woodcock 28

Videogram

Vidkids, Safe Kids
By William Wolfe 38

TV Den

Vidcraft's Commercial Cutter
By Roderick Woodcock 42

Random Access

Computerizing Your Videos
By Ditlea/Garr/Bloom 48

New Channels

The K-Mart of Cable Nets
By Tim Onosko 50

Video Bookshelf

'The Art of 1010'
By George L. George 168

People

Golden Goldie
By Lorenzo Carcaterra 170

Off the Air

Cable Noise
By Bob Brewin 172

Random Access

Personal Computers, News, and Games

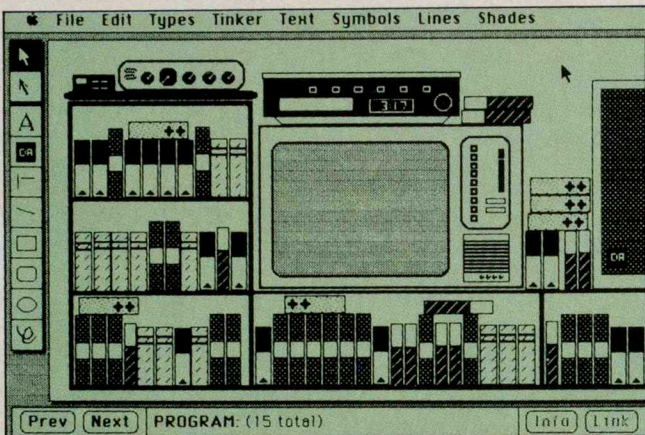
Computerizing Your Video Collection

Can't find the cassette with your favorite segment of *Best of Carson*, the one where Don Rickles calls Johnny "a Nebraska nutcake"? Or maybe that incredible slam-dunk by Dr. J.? Or perhaps you're just looking for a partly recorded tape on which to add some home video. Instead of rummaging through boxes and labels, you can efficiently search for the video of your choice with a computerized catalogue.

Using appropriate software your home computer can browse through each cassette's title, cast, date, timing, theme, and scenes (if you filled in this information) to retrieve a listing for the specific video you seek (displayed on-screen or printed out on paper as a neat catalogue). Generically known as data-management programs, these can be easily adapted to videophiles' needs. And Commodore 64 users are now being offered the first software aimed specifically at video and audio collectors.

For modest video collections, pen and paper are a lot easier for cataloguing purposes than computer and disk. It's when your library numbers hundreds of tapes that a computer can speed your searches. As with all computerized data-management applications, you have to keep the information updated—and typing data into the computer can be time-consuming and occasionally frustrating.

"I had no idea I would spend two months keying in the information for my video collection," says Fred Sweeney, a New Jerseyite with a library of more than 400 cassettes. "But it's helped me really organize my



tapes for the first time." Using his Apple II with Software Publishing's *PFS:File* (\$125, also available for IBM, Radio Shack TRS-80, and Commodore 64), he began by defining a standard form on-screen for each videotape. He typed in and positioned a number of item names such as "Title," "Starring," "Length," "Highlights," "Counter setting," and "Index Number."

"I came up with my own indexing system with different labels for movies, TV shows, and home video," explains Sweeney. Filling in an on-screen form for every cassette in his collection, he was able to store all the information on a single disk. Now, when he wants to find a classic episode of *The Honeymooners*, he can power up his Apple and search through his files under "Gleason" in the "Starring" category and "Going to the moon, Alice" under "Highlights." Or he can look through the printouts he generates with *PFS:Report* (\$125), an add-on program that lets him sort the contents of his collection in alphabetical or numerical order for any category.

While any popular data-management program can be customized to include the categories needed for

videotapes or disks, one new software entry comes already configured—*Batteries Included Audio/Video Catalogue* (\$30, Commodore 64). This inexpensive program includes designations for title, label, category, play time, production date, as well as remarks you can add, allowing you to store information on 700-plus titles on a single disk. Printed reports can take the form of catalogue listings with title, artist, type, and catalogue number or more complete listings of all information categories. Similar cataloguing programs for other personal computers are also due soon.

For now only Macintosh users can actually see where a tape is stored, in addition to information about it, thanks to the linking of visual and text information by the hottest new data-management software around, *FileVision* (\$195) from Telos Software. In *FileVision* you would sketch a diagram of the tape boxes on your shelves with a *MacPaint*-like feature, then create and fill in a text form for each tape. By following a set of choices on pull-down menus, you could then select a specific cassette and, at the push of a mouse, see your choice highlighted on the diagram.

A final word of caution: with all this computerization, it's still up to you to put the right videocassette back in the right box—if you ever hope to find it again.

—Steve Ditlea

Video Cars Arrive

Two years ago, during a trip to Nagoya in the South of Japan, I stopped to see one of Toyota's wonder cars, the EX-11, an experimental vehicle. Outside it is nothing special—a nondescript four-door coupe. Inside, however, it is anything but ordinary.

The heart of this marvelous auto is a computer system with a video screen in the middle of the dashboard. In various modes, the screen displays all kinds of data, including simple system diagnostics, automatic graphic equalization for the stereo (adjusted for window noise and number of passengers), air flow from the climate-control system, and a special map display that traces your route in a given area. There are two ways to use the computer: via cassette or a voice actuator just beyond the steering column. The actuator works only when addressed by a unique voice-print, meaning if someone else speaks your programmed words—"Turn on the air conditioner"—the auto quietly ignores the command.

It certainly is heady stuff, pointing to a new generation of technological advances involving cathode-ray tubes and computers in cars.

American auto makers, naturally, are working on roughly the same things the Japanese are. Recently I had the chance to test-drive one of Buick's new Rivas (edition of 100, and not for sale) which has a video screen not unlike the one in the EX-11.

There are two notable differences, however—one positive, the other negative. The General Motors version uses a touch screen, a real boon because much of the time you're accessing the computer while driving. But it doesn't have all the high-tech goodies that Toyota's does. (Yes, I know, I'm comparing an X-vehicle with an almost-production model, so relax before you get excited and complain.) The map function wasn't there, but this is years away, even in Japan. For it to be really useful, there has to be a tie-in with a traffic-control system transmitter, which eventually will advise you of the fastest route from one point to another. The Japanese are closer to this than American auto makers.

For now, though, the Buick is neat. The five-inch monitor has various readouts that include a clock, tape, and stereo (including a touch-sensitive graphic equalizer), climate control, and a sophisticated trip computer. The climate-control system even has an icon-like fan that twirls to the speed of the blower. One thing is particularly satisfying. Buick carefully insisted that I please read the 43-page manual (for the CRT alone) before I pulled out of the garage. Of course I ignored the advice

and began playing with it immediately. I managed to avoid hitting any obstacles and completely went through the CRT repertoire in less than an hour. In other words, the system is fairly idiot-proof. What I don't like—and as far as I can tell there's nothing you can do about it—is that every time you touch the CRT, there's a little beep acknowledgement. If you're fine-tuning the equalizer, it's an incredible annoyance.

Buick expects this option to be available in its 1986 Riviera line. Chrysler is working on an even sexier system which uses laser optics. After being dazzled in 1982, it's nice to see the high-tech auto of the future slowly being realized. The only problem car makers will have to face is the ultimate safety of on-board computers. With everyone glancing at the monitor, who's going to be watching the road?

It's a question that seems funny at first but has serious overtones. The safety factor must be investigated.

—Doug Garr

Clue-Dunnit

When Parker Brothers closed down its computer-software shop several months ago, it seemed that the 102-year-old company was cashing in its high-tech chips. Would Parker



The cast of 'Clue': more detailed clues, humorous suspense.

BEST SELLERS/HOME

1. **Print Shop.** AP, C64. Broderbund.
2. **Print Shop Graphics Library.** AP. Broderbund.
3. **Bank Street Writer.** AP, APc, IBM, C64, AT. Broderbund.
4. **Dollars & Sense.** AP, APc, IBM, MAC, TIP. Monogram.
5. **Tax Advantage.** AP, IBM, PCjr, C64, AT, TIP. Arrays/Cont.
6. **Managing Your Money.** IBM. MECA.
7. **Music Works.** MAC. Hayden Software.
8. **Home Acct.** AP, APc, IBM, PCjr, C64, AT, EPS. Arrays/Cont.
9. **Homeword.** AP, IBM, C64, AT. Sierra On-Line.
10. **Dazzle Draw.** APc. Broderbund.

BEST SELLERS/RECREATION

1. **Flight Simulator.** IBM. Microsoft.
2. **Flight Simulator II.** AP, C64, AT. Sublogic.
3. **Sargon III.** AP, IBM, MAC, C64, AT. Hayden Software.
4. **Lode Runner.** AP, IBM, MAC, C64, AT. Broderbund.
5. **Hitchhiker's Guide to the Galaxy.** AP, IBM, MAC, C64, AT. Infocom.
6. **Zork I.** AP, IBM, MAC, AT, CP/M, DEC, TIP. Infocom.
7. **Ultima III.** AP, IBM, C64, AT. Origin Systems.
8. **Millionaire.** AP, IBM, MAC, C64. Bluechip Software.
9. **Summer Games.** AP, C64, AT. Epyx.
10. **King's Quest.** APc, IBM. Sierra On-Line.

LEGEND: AP = Apple, APc = Apple IIc, APe = Apple IIe, AT = Atari, C64 = Commodore 64, COM = Commodore Pet/CBM, CP/M = 5¼" and 8" formats, DEC = DEC Rainbow, EPS = Epson QX-10, IBM = IBM-PC, MAC = Apple Macintosh, PCjr = IBM PCjr, TIP = Texas Instruments Professional, TRS = TRS-80, VIC = Commodore Vic-20, VTR = Victor 9000, WNG = Wang Personal Computer, ZEN = Zenith 100.

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Brothers be returning to the pre-electronic world of board games? (*Monopoly*, *Risk*, and *Clue* are just a few of the company's classics.) Hardly. Instead, the Boston-area game manufacturer looked to the latest national craze for inspiration: the VCR.

With the success of murder mysteries on computer disks (Infocom's *Witness*, CBS's *Murder by the Dozen*) and on LV (Vidmax's *MysteryDisc*), it was only a matter of time before Parker Brothers would realize that *Clue* deserved the video treatment. Though company president Rich Stearns admits that the "concept of interactive video is so new we don't fully understand the possibilities of this medium yet," Parker Brothers has gone ahead and released a videocassette featuring Colonel Mustard, Miss Scarlet, Professor Plum, and the rest of the inimitable *Clue* cast.

The game comes with clue cards, a casebook, and detective fact sheets to help you determine who killed whom,

where, and with what. The essential difference between the video version and the board game, of course, is that the characters act out their roles (18 different scenarios) on TV. The on-screen action enhances the fantasy as well as providing more detailed clues and humorous suspense.

In one sequence the whole gang is gathered in the parlor where everyone is conspicuously not drinking cocktails (the poison bottle has already been discovered). "Dead, oh my God, it's dead," screams Madame Rose in the library. Everyone rushes to investigate. "Who?" Mrs. Peacock asks. "The phone," the Madame calmly replies. At the end of each sequence, you're instructed to click the pause button and then answer questions posed on the cards. Naturally, the first person to name the murderer wins the game.

A second interactive videocassette game from Parker Brothers is soon to be announced. —Steve Bloom